

City of Tempe
Parks and Recreation

ADULT SOFTBALL
LEAGUE RULES
SUMMER 2003

LEAGUE RULES AND REGULATIONS

City of Tempe Parks and Recreation reserves the right to change any rules or regulations whenever due cause warrants a change. If a change is made, all team managers will be notified. In addition, Tempe Parks and Recreation reserves the right to add additional rules and regulations when they will benefit the program.

The Amateur Softball Association(ASA) Rules on Slo-Pitch Softball will apply to all league and tournament situations not covered in the Tempe Parks and Recreation League Rules and Regulations.

LEAGUE POLICIES – MEN’S, WOMEN’S & CO-REC

Conduct:

The site supervisor and/or umpire will have the power to eject a player or spectator and forfeit a game without warning for any conduct deemed unsportsmanlike or detrimental to the game (See Sports Code of Conduct). Outbursts of foul language will not be tolerated. Any participant assaulting an official or City employee will be automatically suspended for the current season and the incident may result in legal action. Threats to an umpire or City employee will result in multiple game suspensions. Comments such as "I will take care you later," or "I'll meet you in the parking lot" will be considered as threats and will be taken seriously. When players are listed on a team's roster it is understood that team manager will notify them of all rules and regulations including the Sports Code of Conduct.

Ejections:

Players ejected from a game must leave the playing area immediately. Any player ejected will face an automatic one game suspension. If a player is ejected during tournament play, he/she will be suspended for the remainder of the tournament. Depending on the incident and upon review Tempe Parks and Recreation reserves the right to determine the length of the suspension. Each incident will be reviewed and the team manager will be informed of the decision within a reasonable length of time.

Protests Regulations:

Only protests regarding ineligible player(s) or rule interpretations will be accepted and considered valid. Protests involving the judgement of an official will not be given consideration. The team manager is the only participant allowed to file a protest. The manager must call time, before the next pitch to the next batter, and inform the umpire of the intent to protest. The site supervisor and umpire will confer if necessary. **ALL DECISIONS BY THE SUPERVISOR OR UMPIRE ARE FINAL.** The manager then has the option of filing a written protest, accompanied by a \$25 fee, to Tempe Parks and Recreation by 5:00 p.m. the following work day. If the protest is upheld , the \$25 fee will be refunded. **In all protest situations, the game will continue.**

Alcohol:

The consumption of alcoholic beverages during a Tempe Parks and Recreation sponsored activity is strictly prohibited. *No person shall consume spirituous liquors in that portion of a public park or recreation area at such times as organized recreation activities are being conducted* (Ord. No. 637.4). Participants under the influence of alcohol or drugs

will be suspended from the current and any subsequent games on the same day.

BEFORE THE GAME RULES & REGULATIONS

Game Time:

The field supervisor's watch is the official game time. All games are one(1) hour in length with no inning starting after 55 minutes.

Minimum Number of Game Players:

Teams must have a minimum of eight (8) players to begin and continue a game.

Forfeit:

A **TEN MINUTE GRACE PERIOD** will be given to all game times. The 10 minutes will come out of the 1-hour game time. Teams that must use the grace period, waiting for an eighth player, will be penalized two (2) runs. If both teams use the grace period, no penalty runs will be awarded. The game will start when both teams have eight (8) players present.

On a teams third forfeit they will be dropped from the league and replaced with a team from the waiting list.

Weather Conditions:

Decisions on rain-out games can usually be obtained after 3 p.m. by phoning the *SPORTS HOTLINE* at 480-350-5293. If unplayable conditions are known earlier in the day the Parks and Recreation staff will make every effort to contact coaches. Cancelled games will be made up at the end of the regular season, when possible, and teams will automatically play the next week's games per the current schedule. **TEMPE PARKS AND RECREATION RESERVES THE RIGHT TO ADJUST LEAGUE OR TOURNAMENT SCHEDULES OR FORMATS DUE TO INCLEMENT WEATHER CONDITIONS DURING THE SEASON.**

Tie Games:

If the game is tied at the end of the time limit the teams may play one additional inning. Each team will begin their half inning with a runner on second base; that runner shall be the last out from the previous at bat. If, after the extra inning, the game is still tied the game will enter the record book as a tied game.

Softball Size:

Men's Leagues – 12" Women's Leagues – 11" Co-Rec Leagues – See Co-Rec Rules

Base Distance: All Leagues – 65'

Pitching Distance: All Leagues – 50'

Metal Cleats:

Metal cleats are not allowed.

Uniforms:

It is recommended that all teams attempt to wear matching jerseys and/or full uniforms. This is not a requirement.

Dugouts:

Only players, coaches and site supervisors are allowed in the dugouts. *Children are not allowed in dugouts or on the field of play. Games will be delayed until children have left the dugout.*

Infield Practice / Soft Toss:

There will be no infield practice allowed between games.

Soft toss against fences is prohibited due to the extensive damage it causes.

BATTING RELATED RULES AND REGULATIONS**Site Supervisor**

A Site Supervisor will be assigned to each complex. Home team will keep track of the score on the provided scoresheets by the site supervisor. Make sure a batting line-ups are turned in to each team at least 5 minutes prior to game time; line up cards are available from the site supervisor and should include the player's last name and first initial.

Run Rule:

A team ahead by 12 runs after five complete innings automatically wins. A team ahead by 20 runs after three complete innings automatically wins. Any team ahead by 25 runs, at any, point automatically wins.

Bat Rule:

All bats that are ASA approved and have 1.20 BPF(Bat Performance Factor) rating and under will be allowed in all Men's Leagues and Women's League. All bats that exceed the 1.20 BPF are illegal. The bat list will still be enforced for all Co-rec softball leagues.

Please refer the Softball Bat List.

Batting Order Options:

Teams will have two batting order options.

(1) ASA rules regarding batting order, re-entry and substitutions. This option would represent traditional baseball/softball.

(2) Unlimited batting will be allowed. All players present will be placed in the batting order. There will be free substitution in all fielding positions.

Each team will inform the umpire which option they will play prior to the start of the game. The decision will be final with the first pitch of the game.

Batting Order Vacated:

In all leagues, if a player leaves the game due to injury or simply leaves and does not return or is ejected, his/her spot on the official score sheet can be taken by a bench substitute. If a substitute is not available, that position in the line-up is an automatic out for the player's next scheduled at bat. After the one turn at bat, the position will be passed over with all players moving up in the batting order.

Strike Zone:

A mat will be used during all softball play. If the ball touches any part of the mat or home plate the pitch will be considered a strike.

The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground while not exceeding a maximum height of twelve feet from the ground.

One and One Count:

All batters will begin their turn at bat with one ball and one strike.

After two strikes on a batter, the second foul ball will result in an automatic out.

Bat Throwing:

Any player that deliberately throws a bat will be ejected from the game. In the case of an accidental bat throwing the umpire will issue a warning.

Home Run Rule – Men's Leagues Only

Two HOME RUNS per inning will be allowed at the following parks: Dawson Fields (Tempe Sports Complex), Diablo 4/5, and Kiwanis Northeast and Kiwanis Southeast.

Men's and Co-rec Leagues Only

One HOME RUNS per inning will be allowed at the following parks: Daley East, Daley West, Clark, Papago and Kiwanis Northwest and Southwest.

Excessive home runs will result in the batter being called out.

BASE RUNNING RULES AND REGULATIONS

Interference:

It is the responsibility of the base runner to avoid contact with the ball and/or defensive player and not interfere in any way with the completion of the play. Contact is not always necessary – arm waving may be interference. Result: base runner will be called out.

Any defensive player who, in the opinion of the umpire, deliberately throws the ball at a base runner will be ejected, with the strong possibility of further penalties after the incident is reviewed. This type of play will not be tolerated.

Roll Block:

The roll block and /or take out slide is illegal. All base runners must slide directly to the base and /or attempt to avoid all contact with the defensive player. This type of play can be very dangerous and will not be tolerated in Tempe Parks and Recreation leagues. The penalty is ejection with the strong possibility of additional penalties after the incident has been reviewed.

Blood Rule: A participant or umpire who is bleeding or has blood on his/her clothing shall be prohibited from further participation in a game. Bleeding must be completely stopped before an individual can resume play. If a player's clothing is blood soaked it must be changed.

Courtesy Runner:

One courtesy runner is allowed per inning. The courtesy runner is typically the last out or a non player using the following guidelines:

A. In the event there are no outs in the first inning the courtesy runner will be the last person in the batting order.

B. The scorekeeper will inform the teams of who the courtesy runner is. If the scorekeeper makes an error, the correct person will then be placed in the game .

C. In the event the courtesy runner is coming to bat, the last run to score will be the runner.

D. In the event the same runner gets on base twice in the same inning, he/she may be run for twice or for as many times as the runner gets on base in the same inning.

CO-REC RULES AND REGULATIONS

The following rules and regulations are in addition to the ones listed above.

Softball Size:

A 12” softball will be used for the combo leagues as well as the C and D leagues; with the exception of combination B leagues.

The B leagues will use an 11” softball when a female is batting and a 12” softball when a male is batting. It is an appeal play when the wrong ball is pitched to a batter. If the appeal is allowed, the batter returns to bat with the same ball and strike count he/she had at the time of the pitch. Also, any base runners must return to the base previously occupied.

Batting Order:

The batting order will be a continuous alternating order, male/female or female/male throughout the game. Teams may never bat two males back to back. Teams may bat all remaining females at the bottom of the order.

Defensive Teams:

Co-Rec teams are allowed to place their players in any position they want, including the pitcher and catcher positions.

A team’s game day make-up may consist of the following:

8 players-	4 men and 4 women
8 players-	3 men and 5 women
9 players-	5 women and 4 men
9 players-	5 men and 4 women (only 8 can bat – 4 & 4)
10 players-	4 men and 6 women
10 players-	5 men and 5 women

Boundary Line:

The four outfielders must stay behind the 175’ boundary line until after the pitch reaches home plate. If in the umpires judgement, the outfielder crosses the line early and catches a fly ball or throws out a runner, the batter or runner will be declared safe.

Walk:

When a male batter receives a base on balls or intentional walk, he will automatically be awarded second base. Exception: With two outs the next female batter has the option to walk or bat (ASA rule).

Courtesy Runner:

One male and one female courtesy runner is allowed per inning. The runner is typically the last out or a non player using the following guidelines:

A. In the event there are no outs in the first inning, the courtesy runner will be the last person in the batting order.

B. The scorekeeper will inform the teams of who the courtesy runner is. If the scorekeeper makes an error the correct person will be placed in the game.

C. A female will run for a female and a male for a male.

D. In the event the same runner gets on base twice in the same inning he/she may be run for twice or for as many times as they get on base in the same inning.

E. In the event the courtesy runner will be coming to bat, the last run to score will be the runner.

Home Run Rule:

One HOME RUNS per inning will be allowed at the following parks: Daley East, Daley West, Clark, Papago and Kiwanis Northwest and Southwest. At all other field unlimited home runs will be allowed.

Excessive home runs will result in the batter being called out.

SPORTSMANSHIP "IT'S A SPORT !" "BE A SPORT !"

Athletic competition, at the community recreation level, can be a rewarding lifetime activity. The City of Tempe endeavors to provide a safe and enjoyable experience that is worthy of the time and money expended and an activity which can be enjoyed by an entire family. The end product, or the quality of the experience, will rest with the attitude each participant brings to the contest.

As a staff, we hope the individual competitors will rely on an old standard-----*sportsmanship*. Compete hard and compete within the rules. What society might see at the college or professional level does not necessarily enhance the experience at the community level. When the moment of frustration rears its head ---experience the moment and move on with the contest. Remember, enjoy the recreation activity for just what it is----a game.

CITY OF TEMPE
PARKS AND RECREATION
SPORTS CODE OF CONDUCT

DEFINITIONS

Recreation Coordinator	Full-time employee of Parks and Recreation directly responsible for administration of the league.
Site Supervisor:	Part-time employee of Parks and Recreation assigned to coordinate league play at a specific site
Official:	Person(s) on the field to administer the official rules of play. Also includes site supervisor and Parks and Recreation staff.
Coach/Manager:	Person designated as team spokesman. May be a player or non-player.
Individual:	Coach, manager, player, fan or spectator.
Contest Area:	The playing field/court and surrounding area.

ENFORCEMENT PROCEDURES

A. Suspended / Ejected Player

1. The site supervisor or game official may suspend a player from a current game.
2. When requested a suspended player must remove him/her self immediately from the contest area.
3. If a suspended player does not leave the contest area then the team members are responsible for the removal.
4. Two minute clause: At some point a player will be allowed two minutes to leave the contest area. If the time limit is not met the contest will be forfeited to the opponents.
5. A suspended player may remain in the park/gym if they remain orderly. If there are additional outburst or threats the player will be asked to leave the park/gym. Police assistance may be requested. Failure to leave will cause his/her team to forfeit.

B. Length of Suspension

1. Players suspended from a game will automatically be suspended from the next scheduled game.
2. The league coordinator shall be responsible for suspending players for more than one game.
3. The league coordinator and recreation supervisor shall be responsible for suspending players from further league play.
4. Players removed from further league play cannot be replaced on the roster.
5. Repeated Sports Code of Conduct violations may jeopardize post season participation by the individual or team.
6. The severity of the infraction will determine the penalty and maximum penalties may involve more than one season and more than one sport.
7. Each Sports Code of Conduct incident will be reviewed and the team manager will be informed of the decision within a reasonable length of time.

SPORTS CODE OF CONDUCT

A. Physical Contact Misconduct

1. No Individual Shall: At any time strike, shove, threaten to strike, or lay a hand upon an official, player or spectator.
2. No Individual Shall: Use unnecessarily rough tactics during the course of a game.
3. No Individual Shall: Threaten an official, employee, player, or spectator with future violence such as, "I will take care of you later," or "I'll meet you in the parking lot."
3. Assault charges may be filed for the above examples of misconduct.

B. Verbal and Visual Misconduct

1. No Individual Shall: Engage in an abusive, verbal attack upon any official or individual on or off the contest area.
2. No Individual shall: Use trash talk; profane; obscene; or vulgar language, under any circumstances, on or off the contest area.
3. No Individual Shall: Engage in an objectionable demonstration of dissent or unsportsmanlike conduct such as throwing equipment or any other forceful action.
4. No Individual Shall: Except the coach/manager, contend the decision of an official.

C. General Misconduct

1. No Individual Shall: Refuse to abide by an officials decision.
2. No Individual Shall: Appear in the contest area under the influence of alcohol or drugs.
3. No Individual Shall: Consume alcoholic beverages while the team is participating in a game or in the contest area.

D. Penalties

Minimum Penalty: Warning by the official or site supervisor.

Medium Penalty: Suspension from the current game and any subsequent games on the same day.

Medium Penalty: Official may call the game and award a forfeit victory to the opponent.

Medium Penalty: League coordinator may suspend the individual/team from between one additional game and from further league play.

Maximum Penalty: Penalty will be determined after Parks and Recreation staff review

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